

IN THE CLAIMS

1. (CURRENTLY AMENDED) A method of playing a wagering game comprising
a player placing a wager in a wagering machine having a processor,
the wagering machine displaying at least a single payline of symbols, the symbols
having a predetermined indication of order,
the processor independently selecting a generic characteristic for at least one
symbol and independently selecting a separate subgeneric characteristic for the at least
one symbol;
the processor determining from displayed symbols on the payline whether the
symbols provide at least one of at least two available predetermined orders of symbols
that are associated with an award, and
providing the player with an award when at least one of the at least two available
predetermined orders are displayed on a payline.
2. (ORIGINAL) The method of claim 1 wherein the symbols also have symbol modifiers
that distinguish like symbols into subsets.
3. (ORIGINAL) The method of claim 1 wherein the symbols are symbols of playing card
ranks.
4. (ORIGINAL) The method of claim 2 wherein the symbols are symbols of playing card
ranks.
5. (ORIGINAL) The method of claim 3 wherein the symbols also have symbol modifiers
comprising playing card suit indicators that distinguish like symbols into subsets.
6. (ORIGINAL) The method of claim 4 wherein the symbols also have symbol modifiers
comprising playing card suit indicators that distinguish like symbols into subsets.

7. (ORIGINAL) The method of claim 3 wherein the at least two predetermined orders of symbols are orders other than Royal Flushes with card symbols in ascending or descending order.

8. (ORIGINAL) The method of claim 4 wherein the at least two predetermined orders of symbols are orders other than Royal Flushes with card symbols in ascending or descending order.

9. (ORIGINAL) The method of claim 5 wherein the at least two predetermined orders of symbols are orders other than Royal Flushes with card symbols in ascending or descending order.

10. (ORIGINAL) The method of claim 6 wherein the at least two predetermined orders of symbols are orders other than Royal Flushes with card symbols in ascending or descending order.

11. (CURRENTLY AMENDED) The method of claim 5 wherein each frame in [[a]] the at least one payline having a number of frames has a number of symbols available, exclusive of blank spaces, that is equal to the number of frames in the payline.

12. (CURRENTLY AMENDED) The method of claim 6 wherein each frame in [[a]] the at least one payline having a number of frames has a number of symbols available, exclusive of blank spaces, that is equal to the number of frames in the payline, and the number of frames on a payline is five, and the symbols available are selected from the group consisting of Aces, Kings, Queens, Jacks and Tens.

13. (ORIGINAL) The method of claim 5 wherein at least two predetermined orders that are payouts are selected from the group consisting of:

A-K-Q;

A-K-Q-J;

Q-K-A;

J-Q-K-A;
A-K; and
K-A.

14. (CURRENTLY AMENDED) A gaming apparatus for playing a computer based wagering game comprising:

a housing;
a processor;
a symbol display area; and
user interface capacity;

wherein the processor is programmed to randomly provide symbols on at least one payline, the processor independently selecting a generic characteristic for at least one symbol and independently selecting a separate subgeneric characteristic for the at least one symbol; the symbols being selected from a group of symbols having a predefined order among the symbols, the processor determining if provided symbols during a play of the game are in one of at least two different predetermined orders for which awards are associated, and providing an award to a player when one of the at least two different predetermined orders are displayed.

15. (ORIGINAL) The apparatus of claim 14 wherein the symbols also have symbol modifiers that distinguish like symbols into subsets and programming requires that the at least two different predetermined orders also have same symbol modifiers.

16. (ORIGINAL) A method of playing a wagering game on an apparatus having at least five combined symbols being awarded comprising independently providing a first component to one of the at least five combined symbols that is not order dependent and then providing a separate second component to the at least one of the five combined symbols, the second component being order dependent, then determining payouts to a player based on the resulting combination first components and second components displayed on the at least five combined symbols, the payouts having the possibility of awards based on order dependency assigned in the second component.

17. (ORIGINAL) The method of claim 16 wherein the first component comprises a symbol indicative of a generic description and the second component comprises a symbol indicative of a species component.

18. (ORIGINAL) The method of claim 16 wherein the first component comprises suits of a playing card deck and the second component comprises the rank of cards in a playing card deck.

19. (ORIGINAL) The method of claim 18 wherein there are either 5 or 6 combined symbols displayed in the game and there are at least five consecutive ranks of cards in a playing card deck used as the second symbols.

20. (ORIGINAL) The method of claim 19 wherein there are payouts for predefined orders of 2 cards, 3 cards, 4 cards and 5 cards in the game.